EasyStart

TRITON Extreme
MUSIC WORKSTATION/SAMPLER

KORG

TRITON Extreme Main Features

- **Largest onboard sample memory in any Korg workstation to-date: 160MB of 48 kHz wave ROM** (including a new concert piano in addition to the acclaimed 16MB stereo velocity-switching piano). 32 MB of new acoustic samples, including sounds captured with natural vibrato, new organs, guitars, basses and much more. All the data from Vintage Archives, Orchestral Collection and Trance Attack EXB-PCM boards, plus the best from Pianos/Classic Keyboards, Studio Essentials and Dance Extreme. Expandable with the EXB-MOSS DSP (Z1) synthesis board!
- **120 notes of polyphony** - plenty for playing sustained passages; for developing complex Combinations and when sequencing!
- **2889 preload sounds** / 3266 sound and 194 drum kit locations. MOSS adds another 128 DSP programs!
- **Blazing fast TouchView graphic interface** makes navigation a breeze - the ultra-powerful processor is 6x faster than TRITON "Classic"!
- **The most versatile effect system available:** 5 inserts w/102 effects, 2 masters w/89 effects, includes sync-able effects, 3-Band master EQ, send external audio through effects!
- **Tube-driven Valve Force processing:** Can be used as an insert or on final output to add warmth and "snarl". You can even sample through the tube!
- **Dual polyphonic Arpeggiators:** 512 memory locations w/507 user, sync-able to MIDI clock.
- **Open Sampling System provides sampling and resampling in all modes:** 16 MB Sample RAM (expandable to 96 MB), 48 kHz sampling rate, with Time Slicing / Stretching and more! Sample direct to CompactFlash as longer samples for ext. computer editing or audio CD burning via USB! Sampling/Resampling through tube, all insert and master effects! Load Korg, Akai® S1000/3000 (advanced Program conversion!), AIFF and WAV via CompactFlash® and external USB devices!
- **In-Track sampling** allows sampling direct to sequencer as MIDI events.
- **Same powerful TRITON sequencer:** 16 Tracks, 200,000 events, Cue List and RPPR functions, shortcuts like Template Songs, One-Touch Record, preset rhythm patterns, independent track-looping, Swing Quantize, Tone Adjust to tweak sounds inside the sequencer, SysEx Record any realtime parameter changes in a track!
- **Two USB ports:** Connect a CD-R/RW drive to Port A for loading, saving data and for burning audio CDs. Connect Port B to computer to access media in CompactFlash slot for direct file sharing!
- **6 outputs** allow routing of any sound to any output or stereo pair with any effects!
- **S/PDIF digital I/O:** 48 kHz for connection to DAT, MD or digital multitrack recorders.

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Making connections

Connect AC power cable, and connect L/R audio outputs to a stereo monitor system (or use headphones) ➔ Press the rear panel POWER SWITCH to power-on the TRITON Extreme. *Note that during power-up, the display will indicate the current Operating System as well as any installed SIMM modules and the EXB-MOSS option (if installed).*

IMPORTANT! *Before you insert a CompactFlash card into the Extreme's card slot…**STOP!!!** Make sure that the Extreme is **OFF** before inserting or removing the card! You could damage the card contents and/or the TRITON Extreme if you insert or remove a card while the unit is on!*

Loading the Preload sounds and Demo songs

Note: *When you power-**off** the TRITON Extreme, loaded demo songs/samples will be erased from memory. The factory sounds and demo songs are backed up in ROM memory. Before you continue with this guide, or for sales presentations, **reload the Preload PCG** (Program, Combination and Global data) **and Demo Song** data using the following procedure:*

! ***Save** any of your own internal sounds/samples/songs to CompactFlash, Micro-drive or to a USB Port A-connected drive before proceeding! See page 113 of the Operation Guide for more information.*

A listing of compatible USB devices can be found at www.korg.com

1. Press the GLOBAL mode key ➔ Press the upper-right popup, and then press "Load Preload/Demo Data".
2. Press the "Kind:" ▶ popup and select the type of data you want to load – select "All (Preload PCG and Demo Songs)" to return the TRITON Extreme to a factory preload state ➔ Press "OK" 2x to load the data.

Listening to the demo songs

After the preload demo songs have been loaded, press the **SEQ** mode key ➔ Press the **SEQUENCER START/STOP** key to play the first song, "Extreme RA" – sequenced by Jordan Ruddess (Dream Theatre).

To select another song, press the ▶ popup left of "S000" ➔ Press a song name ➔ Press the **SEQUENCER START/STOP** key to playback.

Selecting and playing Programs and Combinations

1. To select Programs, press the **PROG** mode key. To select Combinations, press the **COMBI** mode key.
2. Press one of the **BANK** keys to select a sound bank, followed by using the **DIAL**, **▲/ ▼** keys, or **numeric keypad** to select sounds from within the bank.

Selecting Programs and Combinations by Category

Finding and organizing sounds is easy with TRITON Extreme! Preload sounds are grouped in Categories for fast access, and you can even create your own Categories of Programs and Combinations for custom applications!

1. Press the "Category" button above any Program or Combi name ➔ Scroll and press the "name" of any sound in the center menu, and then you can instantly play it on the keyboard ➔ Select another category by pressing one of the "Category" tabs on the left or right side of the center menu ➔ Press the "OK" button when you want to access the play and edit mode pages of the selected sound.

Take a quick tour of some great new TRITON Extreme sounds:

PROGRAM BANK/#	TIPS
A000 BD Grand Concert	The acclaimed TRITON Studio Bosendorfer sample – 16MB stereo, velocity-switching
A001 Concert Grand	A new Steinway sample – ValveForce is ON to add a subtle warmth to the piano sound
B000 A.Gtr Vel Gliss.	Velocity brings in oscillator 2's glissando sample / Switch 1 mutes / Knob 3 adds stereo chorus

PROGRAM BANK/#	TIPS
B016 A Real Flute	Knob 3 increases exciter/enhancer effect for more "breath"
B008 Nu 'coustic Bass	Velocity brings rich acoustic "realness" to this great new sample! ValveForce adds warmth!
COMBI BANK/#	**TIPS**
A000 The Piano	The new piano in a Combi – play w/ velocity to bring in brightness! Turn Arp ON and groove!
A001 Film Sound Track	Play soft across the keyboard, and then use velocity to bring in the rest of the orchestra!
A003 IBIZA Sunrise	Switch 1 and Joystick –Y for drum arps control / ARP Gate and Velo knobs too!
B005 Groovin 'A' Bass	New Acoustic Bass jams! Switch 1, Joystick –Y, Knobs 1-4…mix it up man you so funky!

Valve Force Technology

That cool blue glow behind the 12AU7 tube in your TRITON Extreme… comes on automatically for some sounds, but is off when selecting others…many of the Programs and Combinations have been programmed so that Valve Force kicks-in whenever you select certain sounds, but you can turn the tube on (or off) whenever you like – just press the **VALVE FORCE** key (it will light), and then press the **REALTIME CONTROLS** key until the LED left of the **orange** **VALVE FORCE section** lights. Now you've got control of tube INPUT TRIM, ULTRA BOOST, TUBE GAIN and OUTPUT LEVEL knobs. Be careful not to over-boost these controls! Rotate them all the way left at first, and then slowly increase them as you play or trigger an arp pattern, until you're satisfied with the settings.

Tip: *You can view and edit the Valve Force parameters in Program, Combi and Sequence modes - in the Master Effects page: MENU key > "P9: Edit-Master Effect" > "VALVE FORCE" tab. You can also access these parameters in Sampling mode: MENU key > "P9: VALVE FORCE".*

So what's Valve Force Technology all about? Why is Korg introducing it on so many products including the Electribe EMX1 and ESX1? Vacuum tubes produce rich harmonics and smooth distortion, depending on how they are used. In the TRITON Extreme, the tube can be used as an insert effect or placed just before the final output – and you can connect an electric guitar, mic, another synth or keyboard, etc. to the Extreme's audio inputs and process…even sample or In-Track sample external devices through the tube! Anyway you apply Valve Force processing, it can add everything from subtle warmth to piano or acoustic bass sounds, to a nasty "snarl" or "drive" to synth basses, drum arpeggio patterns and many other elements of your music production!

Try these Valve Force-infused sounds:

Note: *Make sure that the **VALVE FORCE** key is **ON** and the **REALTIME CONTROLS** key is set to the **VALVE FORCE** section!*

PROGRAM BANK/#	Valve Force Tips
B006 Heavy Lead Gt.	Distortion guitar sample + effects + Valve Force / VALVE FORCE knobs!
B032 Electro Kit 2	Play to trigger arp pattern > Turn VALVE FORCE ON and work with VALVE FORCE knobs!
B034 Nu A. Guitar	Valve Force adds "body" and authenticity - try subtle increases in ULTRA BOOST and TUBE GAIN
H060 Hip Hop Sub	Turn VALVE FORCE ON and work with VALVE FORCE knobs!
COMBI BANK/#	**Valve Force Tips**
B016 Hip Hop Clav 2	Drums routed to tube: Trigger arp, and then work with VALVE FORCE knobs!
C008 Analog 101	Turn VALVE FORCE ON and work with VALVE FORCE knobs!
J031 Breaks Step	Valve Force processing is on final output stage
M053 Temporal Lobe	Wacky FX Kit on timbre 6 assigned to Valve Force

Arpeggiator mode

The TRITON Extreme includes dual polyphonic arpeggiators, fully editable and syncable to MIDI clock. One Program uses a single arpeggio pattern - Combi or Sequence modes can use up to two arpeggio patterns at once. There are 512 memory locations (5 preset, 365 preloaded / 507 programmable).

Normal (you choose the notes) and Fixed Note/Drum (always plays the right notes) modes are available, and the arpeggio patterns can be recorded to the sequencer or to patterns to be used with the RPPR (Real Time Pattern Play Record) function.

1. Programs have an arpeggio pattern assigned to them even if the **ARPEGGIATOR ON/OFF** key does not "wake up" in the ON position. **Example:** Select **Program M114 Filter Gate** ➔ Press the Arpeggiator **ON/OFF** key (it will light) ➔ Work with the realtime controls: **TEMPO**, **GATE** (overall step length), and **VELOCITY** (loudness of arpeggiated notes) ➔ Press the "Arpeggio" tab at the bottom of the display ➔ Try new "Octave" settings, and change the Resolution ("Reso"), and then repeatedly press the **ENTER** key to use the **TAP TEMPO** function.
2. **View the Arpeggiator grid**: Press the **GLOBAL** key ➔ Press the **MENU** key ➔ Press "P6: User Arpeggio" ➔ Press the "Pattern Edit" tab, play a key to re-trigger the pattern, and view the arpeggiator grid. TRITON Extreme's arpeggiator provides up to 12 tones and 48 steps per pattern. To learn more about editing and creating your own arpeggio patterns, see the Operation Guide, page 94, and the Parameter Guide, page 170.
3. Select **COMBI C100 >ARAGone-Tribe<<** ➔ Press the **ARPEGGIATOR ON/OFF** key (it will light). Play, to trigger the arpeggio patterns, and work with the **ARPEGGIATOR CONTROLS** – note that they affect both arps globally ➔ Press the "Arpegg. A" or "Arpegg. B" tab at the bottom of the screen to work with individual parameters ➔ Select the "Arpegg. A" tab again, press the ▶ popup at the "Pat:" (Pattern) field, and try substituting different arp patterns ➔ Press the **ARPEGGIATOR ON/OFF** key again, to turn off the patterns.

Sequence mode

The TRITON Extreme provides an intuitive and powerful 16-track, 200,000 note sequencer with Loop Record, Pattern, Step and Linear recording formats, independent Track Play Loops and more! Also provided are 16 Preset and 16 User Template Songs, which can contain all of your Program and Effect setups for various styles of music – designed to keep your music making fast, easy and creative!

! *If you're planning to save your sequences to CompactFlash once completed…make sure that the card is inserted **BEFORE you power-up** and start writing that hit song! Otherwise you'll be unable to save your sequence to media, because you cannot insert the card while the power is on! (Alternatively, you can save your data to an external USB drive)*

Create a song quickly, using the Template Song function:

1. Press the **SEQ** key ➔ Press the ▶ popup to the left of "S###" (song number) and press to select an empty song location ➔ Press "OK".
2. Press the upper-right ▼ popup, and then press "Load Template Song" ➔ Press the ▶popup in the "From:" field and press to select your choice from Template Songs "P00" – "P15".
3. Press to check the box "Copy Pattern to Track too?" and then press "OK". Now to load some drum patterns…
4. Make sure that the "Pattern" field is set to "Preset" ➔ Press the popup below "Preset", and select a Pattern in the same style as your Template Song ➔ Press "OK" 2-4 times, to copy the pattern to the track for a number of measures (you can also select a different pattern to copy each time you press "OK") ➔ Press "EXIT", to return to the main Sequence display.
5. Press the ▶popup to the left of "Track01" and select "Track 02: Bass". (Except for the Orchestral Template, Track 2 is always Bass) ➔ Press the **SEQ REC/WRITE** key, followed by the **START/STOP** key, and then play and record 2-4 measures (you'll get a 2-measure count-in before recording begins) ➔ When finished, press **START/STOP** to stop recording.

Tip: *Quantize as you record, if desired: Before recording, set the "Reso" ▶popup on the "P0" main sequence page to a value (try 16th notes), and then record. If you're not happy with the results, press the COMPARE key and try another value.*

6. Press the "PlyLoop 1-8" tab at the bottom of the display ➔ Press the "Track Play Loop" checkbox for Track 2 (Bass) ➔ Press the "Loop End Measure" and set it to the last measure you played (earlier if desired) ➔ Press **START/STOP** to playback, and again to stop playback.

7. Repeat step 5 to select and record additional tracks ➔ Repeat step 6 to set additional Track Play Loops with various Loop Start and Loop End settings as desired.

Tip: *Change the "Recording Setup" under the "Preference" tab to "Overdub"; go to the "Mixer1-8" tab, and you can record Fader and Pan Automation, one Track at a time!*

Tip: *Create your own User Template Song "from scratch", or based on any Preset Song loaded: Select new Programs on tracks, change effect bus assignments and effect programs, change mixer pan and level settings, etc., and then save your new setup as a User Template Song (press the upper-right ▼ popup and select "Save Template Song").*

One-Touch Recording

This great feature allows the TRITON Extreme to capture your inspired moments whenever they happen. The "One-Touch" record feature will instantly set the sequencer to create a new song that preserves **all** the nuances of your current playing in Program or Combination modes – Effects settings, Arpeggiator, etc.

1. Select any Program or Combi. (Make sure the **ARP ON/OFF** switch is already saved **ON** if you wish to record the Arps as well) To tap in a new tempo if desired, tap the **ENTER** key 3 or more times.
2. While holding the **ENTER** key, press the **SEQUENCER REC/START** key ➔ Press "OK" ➔ Press the **SEQUENCER START/STOP** key to begin the two-bar precount, and if recording arp patterns, hold down keys on the keyboard during the precount to make sure that the patterns sync to measure 1, beat 1 at the beginning of recording ➔ Press the **SEQUENCER START/STOP** key when finished. All sounds, effects, and arps have successfully been recorded in one pass! Press the **SEQUENCER START/STOP** key to playback, and again to stop.

Note: *To add additional tracks after recording a Combination, go to the "Preference" tab, uncheck "Multi REC" in "Recording Setup", and then select a new track for recording. Also, make sure to set Track Status to "INT" (Internal) for any new Tracks that you wish to record on (MENU key > P2 Track Param/MIDI Ch T01-08/T09-16") If you want to overdub on an existing track, make sure to change "Over Write" to "Over Dub" in the "Recording Setup".*

SysEx Recording

System Exclusive (SysEx) messages are used to send parameter or sample data between MIDI devices. By recording SysEx messages in the TRITON Extreme's sequencer, nearly any function can be adjusted or changed as you record, and will be played back the same way! Changes to parameters such as muting and soloing tracks, transposing a part, changing Tone-Adjust parameters and switching arpeggiator patterns can now be recorded and saved within your sequencer data. This even includes switching effect programs, bus assignments and parameter changes at any location in the song! You can even use the sequencer's Event Edit page to delete or move these Sys Ex messages.

! *To utilize SysEx Recording, make sure that "Enable Exclusive" has been selected in Global mode: Press the **GLOBAL** mode key, and then press the **MENU** key > Press "P1 MIDI" > Check the "Enable Exclusive" box.*

Tone-Adjust

The Tone-Adjust function allows you to choose from 24 available "Tone-Adjust" parameters, and tweak and edit 6 parameters for every Program assigned to a sequencer track. You no longer have to leave Sequencer Mode to make edits so your sounds are exactly the way you want them for your Song – and you can hear your tweaks in context with the music playing! This also leaves the original Program unchanged in memory, so you don't affect Combinations and other Songs.

1. Select and load a Template Song and a few Preset drum patterns as in the previous Template Song section ➔ Press the "Preference" tab, and then select "Over Dub" in the "Recording Setup" field ➔ Press the **MENU** key and press "P5: Track Edit".

2. Press the "Tone1.2 1-8" tab. On the Track 1 drum track, press to highlight "+00" under "LPF Fc" (Tone Adjust 1 - Low Pass Filter Cutoff), and then press the **SEQUENCER START/STOP** key to begin recording: Use the **DIAL** to change the setting to an extreme negative cutoff filter ➔ Press the **SEQUENCER START/STOP** key to stop recording.
3. Press the ►popup next to "ResoHPF" (Tone Adjust 2) on the same drum track ➔ scroll and select the last parameter: "Reverse" ➔ Press to highlight "PRG" below "Rev" ➔ Press the **SEQUENCER START/STOP** key to begin recording, and then use the **VALUE** keys to change the value from "PRG" to "On" to "Off" during recording ➔ Press the **SEQUENCER START/STOP** key to stop recording, and then press the **SEQUENCER START/STOP** key to playback – you'll hear the Tone Adjust 1's filter cutoff changes, and Tone Adjust 2's newly-recorded reverse setting, which makes all drum waveforms play backwards as recorded!

Tips: *Mute and un-mute tracks as you record: Go to SEQ mode, "P0", and in the "Preference" tab, under "Recording Setup" select "Over Dub", and as you're recording, press the Track "PLAY" buttons to mute and un-mute selected record tracks. Press the "SOLO OFF" button while recording, to solo selected record tracks! See the Parameter Guide, page 101 for more information on exclusive events supported in Sequencer mode.*

Resampling

Resampling allows you to digitally re-process your performances over and over, without any loss of fidelity, freeing up effects and polyphony. This means that you can play a Program or Combination, complete with arpeggio patterns, and resample your performance as audio data to sample RAM - or to CompactFlash or external USB devices! Additionally, complete 16-track songs, or only selected tracks of a song can be resampled as well. In the end, your live performances or songs complete with arp patterns and effects can end up being triggered as single notes in an E-Bank Program! And resampled songs can also be recorded as 2-channel mixes to CompactFlash or external USB devices (USB A port).

1. Press the **PROG** mode key, and then select Program "M004 D'n'B Gate Kit" ➔ Press the **ARPEGGIATOR ON/OFF** key to turn the arpeggiator ON, and then press the "Sampling" tab at the bottom of the display.
2. Press the upper-right ▼ popup and select "Auto Sampling Setup" ➔ Press the "Resample Program Play" radio button and then press the "Convert to Program" checkbox ➔ Choose an empty E-Bank destination Program, and then press "OK". *Note that in this exercise, you'll leave "Save to:" set to "RAM" - this is also the popup that allows you to select "MEDIA" as the destination for new samples.*
3. Press the **SAMPLING REC** key, followed by the **SAMPLING START/STOP** key ➔ Press any key to trigger the arp pattern and begin sampling, and as you record the sample use the **REALTIME CONTROL** knobs and **JOYSTICK** to record control changes ➔ Press the **SAMPLING START/STOP** key, followed by pressing the **ARPEGGIATOR ON/OFF** key (OFF).
4. Press the "Perf.Edit" tab, and then select the E-Bank Program that you selected in Step 2 ➔ Play key **C2** and you'll hear your new sample, assigned to a single key! And this new Program can be used in the Sequencer by assigning the new Program to a Track and triggering it when needed.

Tip: *Use the following procedure for resampling a song to be converted to a Program. In Sequence mode: "SAMPLING" tab > "Auto Sampling Setup", select "Resample Sequence Play" > "Convert To Program", and after arming the sampler, resampling will begin when you press the SEQUENCER START/STOP key. Note that you can use the Mute or Solo functions on selected tracks to resample, creating new mixes as desired!*

Sampling mode: Time Slicing

Time Slicing allows you to chop up a sampled audio loop by its transients (attack portions). It allows you to isolate the loops individual elements. In the case of a drum loop, you can separate the kick, snare and hi-hats and then create a new groove based on those elements. Additionally, it allows you to change the tempo of a sampled audio loop without changing its pitch, allowing you to beat match loops that were created at different tempos. In the following exercise, you'll use TRITON Extreme's "Grid" function to view and effortlessly-set a perfect sample loop point…

❗ *Before proceeding, clear the TRITON Extreme's sample RAM by powering **OFF**, then **ON**. **HOLD IT!** Remember to save any previously-recorded samples or sequences first!*

1. Press the **PROG** mode key, then select Program "B029 Modern Rock Kit". Make sure that the **ARPEGGIATOR ON/OFF** key is **ON** (lit).
2. Press the **SAMPLING REC** key, and then press the **SAMPLING START/STOP** key ➔ Play key **C2** on the keyboard to trigger the drum loop and begin sampling ➔ After 2 or 3 measures, press the **SAMPLE START/STOP** key again to stop sampling, and then press the **ARPEGGIATOR ON/OFF** key to stop the pattern from playing after you finish sampling.
3. Press the **SAMPLING** mode key ➔ Press the popup to the left of "No Assign", and then press to select "0000NewSample_0000L" ➔ Play key **C2** on your keyboard to hear your new sample.
4. Press the **MENU** button, and then press to select "P2:Loop Edit". You will see your sample waveform in the display ➔ Press to check the "Loop" box to loop the sample ➔ Press the upper-right ▼ popup and select "Grid" ➔ Press "ON" then press "OK". You'll note that Grid marks are now indicated across the sample waveform.
5. Press to highlight "120BPM" next to "Grid" ➔ Use the **DIAL** or keypad to change the tempo to "89 BPM" (the original Program tempo) ➔ Highlight "End", and slowly rotate the **DIAL** to the left, to line up the loop end marker with the 4th grid marker ➔ Play key **C2** to trigger the loop. *Note that you can set higher Grid resolution ("Reso") for more accuracy when working with sampled loops.*
6. Press the upper-right ▼ popup and then press to select "Truncate" ➔ Press to check "Overwrite", and then press "OK". The Truncate function deletes unused sample data that falls beyond your loop points, freeing-up valuable sampling memory.
7. Press the upper-right ▼ popup, and then scroll to the right and select "Time Slice". The display will indicate "Set Sample Tempo". And since you've set a perfect loop using the Grid function, the TRITON Extreme will analyse the sample waveform and display "Beat 4 Source BPM 089" ➔ Press "OK".
8. Below the waveform display, set "Sensitivity" to "30" ➔ Play key **C2** to trigger your original loop, and then play each of the keys above C2 to trigger the individual slices in the loop ➔ Press "SAVE", and set "Times" to 16. This copies the loop 16 times on track 1 of Song000 ➔ Press "SAVE", and then press "EXIT".
9. Press the **SEQ** mode key ➔ Press the **SEQ START/STOP** key to start the sequence. You will hear you loop playing on Track 1 ➔ Press to highlight the "BPM" tempo indicator in the display, and use the **DIAL** to slowly increase or decrease the tempo. Notice that you loop changes tempo without changing pitch.

Sampling mode: Creating a multisample across Extreme's keyboard

The TRITON Extreme samples at 48 kHz, 16-bit, in mono or stereo, and provides extensive TouchView graphic editing of waveform data, time slice and time stretching functions, BPM Grid Editing, and much more! With the included 16 MB SIMM module, the TRITON Extreme is capable of recording samples of up to 174 seconds @ mono, or 87 seconds @ stereo. Fully expanded with three 32MB SIMM modules (96 MB), it allows about 17.4 mono minutes or 8.6 stereo minutes of sampling.

❗ *The correct SIMMS are 72-pin, non-parity, EDO or Fast Page (FPM) DRAM SIMM, 60 ns (nanoseconds) or faster, 11-bit addressing.*

To help you get familiar with another TRITON Extreme sampling function, here's a quick and easy tutorial on how to create a multisample…

Recording "one-shot" vocal samples:

❗ *Before proceeding, clear the TRITON Extreme's sample RAM by powering **OFF**, then **ON**. **HOLD IT!** Remember to save any previously-recorded samples or sequences first!*

1. Connect a microphone to the **AUDIO INPUT 1** jack on the rear panel, set the **MIC/LINE** switch to **MIC**, and set the **LEVEL** control to the 12 o'clock position.

2. Press the **SAMPLING** key ➔ Press the "Input Setup" tab ➔ Press the upper-right ▼ popup, and then press the scroll bar to display "Auto Sampling Setup" ➔ Press "REC Audio Input", and then set "Source Audio" to "Analog", "Stereo" to "Mono-1", "Save to" to "RAM" and "IFX" to "Off" ➔ Press "OK". All sampling parameters will now be automatically set up.
3. Now to change the "Trigger" setting, so that sampling will begin when the input audio exceeds the set level: Press the "Trigger" ▶ popup and set this to "Threshold" ➔ Set the "Level" to "-30 dB", and then set "Pre-Trigger" to "005 ms", in order to capture the very beginning of the sample when sampling begins.
4. Set the recording level with the **REAR PANEL LEVEL** knob – speak into the mic and adjust the level as high as possible without allowing the "ADC OVERLOAD !!" warning to appear in the display ➔ Press the **SAMPLING REC** key, and then adjust the "Recording Level" with the **VALUE SLIDER** – set this as high as possible, avoiding the "CLIP!!" warning.
5. With the **SAMPLING REC** key still lit, press the **SAMPLING START/STOP** key, and then speak into the mic, saying the word "**This**" ➔ When finished speaking, press the **SAMPLING START/STOP** key to stop sampling. Press **C2** on the keyboard to hear your new sample.
6. Now to make settings for individual samples across the keyboard (multisample): Press the "Preference" tab and set the "Zone Range" to "1 key" ➔ Un-check the "Auto Loop On" checkbox, and then press the "Recording" tab ➔ Set "OrigKey" and "TopKey" to "C2" - the easiest way to set this is by **holding down** the **ENTER** key and pressing the **C2** key on the keyboard ➔ Press the "Create" button in the display to set a new key index ("C#2").
7. Press the **SAMPLING START/STOP** key and say the word, **"is"** ➔ Press **SAMPLING START/STOP** again to stop sampling, and then press the "Create" button in the display**.** Note that the "keyboard" display moves to the next key after you press "Create".
8. Repeat the previous step 3x, to record three more samples, sampling "**the**", "**Triton**", and finally "**Extreme**" …That's it! Now play the keyboard: play each note (half-step) from **C2** to **E2**, and you'll hear the sampled words, **"This is the TRITON Extreme"**.

Tip: *You can use the above procedure with any external audio source, such as a drum machine – to create a new multisampled drum kit!*

Continue by sampling through one of the Extreme's Insert Effects…

9. Press the "Input Setup" tab ➔ In the "Input 1" field, press the ▶ popup by "BUS(IFX) Select" and choose "IFX1" ➔ Set "Pan" to "C064" (use the **numeric keypad** and enter "64", followed by pressing the **ENTER** key).
10. Press the **MENU** key, and then press **"**P8: Insert Efffect" ➔ Press the "Insert FX" tab, and press to set the "OFF" toggle button in the "IFX1" box "ON" ➔ Press to highlight "000:No Effect", and select "052: Reverb Hall" for IFX1 ➔ Speak into the microphone to hear the effect being applied.
11. Press the **EXIT** key, then press the "Recording" tab ➔ Press the **SAMPLING REC/WRITE** key ➔ Speak into the mic and adjust the recording level as needed.
12. Press the **SAMPLING START/STOP** key, and then speak to sample ➔ Press **SAMPLING START/STOP** to stop sampling. The new sample will playback on key **F2** – the next available index ➔ Press the "Create" button to set a new key index.

Continue by sampling though the tube and using Valve Force technology…

13. Press the **VALVEFORCE ON/OFF** key (it will light) ➔ Press the **MENU** key, and then select "P9: VALVE FORCE" ➔ Use the **DIAL** to set "Placement" to "Insert (Use 3/4 BUS)".
14. Press the **EXIT** key, and then press the "Input Setup" tab ➔ Set "Pan" to "C064" and "BUS" to "3 (Tube)" ➔ Press the "Recording" tab.
15. Press the **REALTIME CONTROL** key until the LED lights in the **VALVEFORCE** section, and as you speak into the mic, work with the **CONTROL** knobs to set Valve Force parameters to suit.

16. Press the **SAMPLING START/STOP** key, speak to sample ➔ Press **SAMPLING START/STOP** again to stop sampling , and then press the "Create" button. The new sample will playback on key **F#2** – the next available index.

Note: *If you want to keep the samples you've just created, save them to media before turning off the power! See the Operation Guide, page 117 for more information.*

In-Track Sampling

The TRITON Extreme allows an external audio source (a guitar or mic for example) to be recorded (sampled) at the same time during song playback, to create event data in an empty sequence track. For the following, you can either utilize the microphone used in the previous sampling section, or use another source such as a guitar (if a passive-type guitar is used, send it through a preamp or effect processor first in order to sample at an appropriate level…

1. Clear the Sample RAM, but ***not*** your Sequences: To do this, press the **SAMPLING** mode key, press the upper-right ▼ popup and press "Delete MS" ➔ Check both boxes: "All Multisamples" and "Delete samples Too?" ➔ Press "OK".
2. Press the **SEQ** mode key and select the song you created earlier, in the "Sequence mode" section of this guide. ➔ Press the "Sampling" tab in the display. In "Sampling Setup", set "Trigger" to "Threshold".
3. Press the upper-right ▼ popup and select "Auto Sampling Setup" from the menu ➔ Select "In-Track-Sampling ➔ Set "Source Audio" to "Analog" ➔ Set "Mono-1" to "Stereo" (you will be sampling in stereo) ➔ Set "To:" to "Track 16" (or any empty track), and then leave "Program" set to "E000: New MS___" (or any empty E-Bank "New MS___" Program). When sampling is complete, a new multisample will be created, converted to a program and assigned to the track as a MIDI note for triggering the sample ➔ Press "OK", and everything is set for In-Track Sampling…
4. Speak into the mic (or play the guitar), and adjust the **REAR PANEL LEVEL** knob if the display indicates "ADC OVERLOAD !!" ➔ Press the **SAMPLING REC** key ➔ Speak (or play) again, and if the display indicates "CLIP!!", use the **DIAL** to adjust the "Recording Level" slider in the display ➔ Press the **SAMPLING REC** key after you've finished making level adjustments.
5. Press the **SAMPLING REC** key, and then the **SAMPLING START/STOP** key to enter record-standby mode ➔ Press the **LOCATE** key to reset to the song beginning ➔ Press the **SEQUENCER START/STOP** key to begin song playback – sing, speak or play, and sampling will begin when the Threshold level is exceeded. When you're finished sampling, press the **SEQUENCER START/STOP** key.
6. Press the **LOCATE** key to reset to the song beginning, and then press the **SEQUENCER START/STOP** key to hear the newly-sampled audio play back with the song!

Note: *See the Operation Guide, page 60 for information on using the COMPARE function for In-Track Sampling.*

Resampling a song as a WAV file to CompactFlash

You can easily resample your songs with the TRITON Extreme, (sequence and all in-track samples) as WAV files to a CompactFlash card, or via the USB A-port to an external drive. And with a USB CD-R/RW drive, the WAV files you've re-sampled can be burned to an audio CD. For the following exercise, use the song you've been working with in the previous In-Track Sampling section…

IMPORTANT! *Before you insert a CompactFlash card into the Extreme's card slot…**STOP!!!** Make sure that the Extreme is **OFF** before inserting or removing the card! You could damage the card contents, or the TRITON Extreme if you insert or remove a card while the unit is on!*

1. Press the **SEQ** mode key, and then **re-select** the song you created in the steps above (or load one of the demo songs) ➔ Press the "Sampling" tab ➔ Press the upper-right popup and select "Auto Sampling Setup" ➔ Press the "2ch Mix to Media" radio button then press "OK".

2. Press the **LOCATE** key to return to the beginning of the song ➔ Press the **SAMPLING REC** key, followed by pressing the **SAMPLING START/STOP** key ➔ Press **SEQUENCER START/STOP** to begin resampling the sequence playback, and once again when finished.
3. Press the **MEDIA** key ➔ Select "TAKENO00.WAV" and press the **SAMPLING START/STOP** key to audition the new WAV file.

Note: *To playback WAV files at a louder level, go to **GLOBAL** mode, press the "System Pref." tab and set "Wave File Play Level" to "High (+12dB)".*

Creating Audio CDs

A CD-R/RW drive connected to the Extreme's USB A connector can be used to create an audio CD. To do this, you need to resample your sequences, arrange the songs in an audio track list, and then use the "Write to CD" command to write them to CD. 48 kHz WAV files will be automatically converted to 44.1 kHz WAV files when written to an audio CD. For more information, see the Operation Guide, pg. 123, and the Parameter Guide pg.194.

Media mode

Data created on the TRITON Extreme can be saved to these types of media: CompactFlash (CF), Microdrive (MD) or compatible external USB devices. You can save/load data to media from internal memory (sounds and songs), or from sample memory.

Files, directories and icons ..... Operation Guide 113
Loading sample data ..... Parameter Guide 182
Loading AIFF and WAV files ..... Parameter Guide 183
Loading AKAI S1000/S3000 format samples ..... Parameter Guide 184
Saving data ..... Parameter Guide 187
Exporting samples as AIFF/WAV format ..... Parameter Guide 190

USB Storage mode

By connecting the TRITON Extreme's USB B port to your computer's USB port, data on the inserted CompactFlash card can be accessed from your computer for storage or external editing. Data can also be dragged from your computer onto the card, like sounds and samples downloaded from the Internet, or from your internal HD and CD drive. See page 193 in the Parameter Guide for more information on TRITON Extreme connectivity with PC or Mac formats.

The EXB-MOSS Option

This powerful option adds the MOSS DSP tone generator to the TRITON Extreme, providing six more voices of polyphony and 13 powerful forms of synthesis, including Analog emulations, Ring Modulation, Resonance, Organ, Reed and Electronic Piano models. You also get another 128 Programs (F Bank), which can also be used in Combination and Sequence modes.

Important Owner's Manual References

Media that can be used with the TRITON Extreme	Operation Guide 117/137
Formatting media	Operation Guide 117
System Requirements for Computer Connection	Operation Guide 139
USB MIDI Driver Installation	Included TNECD-D00 CD
Open Sampling System	Operation Guide 61
Installing SIMM modules	Parameter Guide 321
Editing Wave files	Parameter Guide 198
Producing Songs; Cue Lists	Operation Guide 39/53
RPPR (realtime Pattern Play/Record	Operation Guide 55
ValveForce Settings and Placement	Parameter Guide 34
Loading EXB-MOSS data	Operation Guide 128
Shortcuts	Operation Guide 130
Restoring the Factory Settings	Operation Guide 127

For more information…

The TRITON Extreme Owner's Manuals provide a wealth of information on sound programming, effects, sequencing, sampling, editing WAV files saved to media and much more.

And make sure to visit www.korg.com for the free TRITON Extreme OS updates, up-to-date USB device compatibility listings, as well as advanced tutorials and tips and tricks!